AMENDMENTS TO THE CLAIMS

Please amend the claims as set forth below in marked-up form. This listing of claims will replace all prior versions and listings of claims in the application.

1. (Currently Amended) A video game cockpit, comprising:

a support apparatus, the support apparatus comprising:

a framework of interconnected members configured to collapse from a non-collapsed position into a collapsed position, the collapsed position having a vertical height of no more than twelve inches;

an adjustable pedal mount attached to the framework of interconnected members, the adjustable pedal mount comprising at least two degrees of freedom, wherein the adjustable pedal mount is adjustable forward and backward and rotational about an axis;

an adjustable controller mount;

a monitor stand;

a seat attached to the support apparatus.

2. (Canceled)

3. (Canceled)

4. (Previously Presented) A video game cockpit according to claim 1 wherein the adjustable controller mount comprises three degrees of freedom.

5. (Currently Amended) A video game cockpit according to claim 1 wherein the adjustable controller mount is adjustable ~~forward and backward,~~ up and down~~, and rotational about an axis~~.

6. (Previously Presented) A video game cockpit according to claim 1 wherein the adjustable controller mount comprises a steering wheel platform.

7. (Original) A video game cockpit according to claim 1 wherein the seat is removably attached to the support apparatus.

8. (Canceled)

9. (Original) A video game cockpit according to claim 1, further comprising a game console mount attached to the support apparatus.

10. (Original) A video game cockpit according to claim 1, further comprising a game console mount attached to the support apparatus, the game console mount being receptive of any computer game console.

11. (Previously Presented) A video game cockpit according to claim 1, further comprising a game console mount attached to the support apparatus, the game console mount receptive of a video game console.

12. (Original) A video game cockpit according to claim 1, further comprising a keyboard mounting arm attached to the support apparatus.

13. (Original) A video game cockpit according to claim 1 wherein the support apparatus comprises a plurality of tubular members interconnected by adjustable, removable couplings.

14. (Original) A video game cockpit according to claim 1, further comprising a game console mounted to the cockpit.

15. (Original) A video game cockpit according to claim 1, further comprising one or more pedals mounted to the adjustable pedal mount and a controller mounted to the adjustable controller mount.

16. (Original) A video game cockpit according to claim 1, further comprising one or more pedals mountable to the adjustable pedal mount in a plurality of positions along a plane defining the adjustable pedal mount.

17. (Original) A video game cockpit according to claim 1 wherein the monitor stand comprises an adjustable monitor stand.

18. (Currently Amended) A simulation apparatus, comprising:

a cockpit assembly, the cockpit assembly comprising:

a seat;

a cage attached to the seat, the cage comprising:

a framework of interconnected members configured to collapse from a non-collapsed position into a collapsed position having a vertical height of no more than twelve inches;

an adjustable pedal platform spaced from the seat, the adjustable pedal platform comprising at least two degrees of freedom, wherein the adjustable pedal platform is adjustable forward and backward and rotational about an axis;

an adjustable controller platform;

a monitor stand;

a game console mount.

19. (Original) A simulation apparatus according to claim 18, further comprising a keyboard mounting arm.

20. (Original) A simulation apparatus according to claim 18 wherein the adjustable pedal platform and the adjustable controller platform are adjustable in at least 6 directions.

21. (Canceled)

22. (Previously Presented) A simulation apparatus according to claim 18 wherein the monitor stand is adjustable with the adjustable controller platform.

23. (Previously Presented) A portable video game cockpit, comprising:

first and second side members spaced from one another;

a first nose cross-member attached transversely between first ends of the first and second side members;

a chair cross-member attached transversely between second ends of the first and second side members;

a second nose member attached transversely between the first and second side members at a spacing between the first nose cross-member and the chair cross-member;

a chair removably attached to the chair cross-member;

first and second angled members attached to and extending upward from the first nose cross-member at first ends thereof;

a first upper member removably attached at a first end to a second end of the first angled member and a second upper member removably attached at a first end to a second end of the second angled member, the first and second upper members extending in a direction toward the chair;

a third angled member attached to the first end of the first side member and a fourth angled member attached to the first end of the second side member, the third and fourth angled members extending in a direction toward the chair;

a second cross member attached to second ends of the third and fourth angled members, and also attached to second ends of the first and second upper members, wherein the cockpit is configured to collapse from a non-collapsed position to a collapsed position when the chair is detached from the chair cross-member and the first and second angled members are detached from the first and second upper members, the collapsed position having a vertical height of no more than twelve inches.

24. (Original) A portable video game cockpit according to claim 23, further comprising:

a first brace attached to the second end of the first side member and extending to an attachment point between the first and second ends of the third angled member;

a second brace attached to a second end of the second side member and extending to an attachment point between the first and second ends of the fourth angled member.

25. (Original) A portable video game cockpit according to claim 23, further comprising:

a first non-tubular rod attached to the second end of the first side member and extending to an attachment point between the first and second ends of the third angled member;

a second non-tubular rod attached to a second end of the second side member and extending to an attachment point between the first and second ends of the fourth angled member.

26. (Original) A portable video game cockpit according to claim 23, further comprising a controller member attached to the second cross member.

27. (Previously Presented) A portable video game cockpit according to claim 23, further comprising a controller member attached to the second cross member platform, the controller member further comprising a controller platform that is adjustable with the controller member according to 3 degrees of freedom.

28. (Original) A portable video game cockpit according to claim 23 wherein the first and second upper members comprise a plurality of mounting pads for supporting a video game monitor.

29. (Original) A portable video game cockpit according to claim 23 wherein the first and second upper members are substantially horizontal and parallel to one another, with a spacing therebetween less than the spacing between the first and second side members.

30. (Original) A portable video game cockpit according to claim 23 wherein the first and second side members, the first nose cross-member, the chair cross-member, the second nose member, the first and second angled members, the first and second upper members, the third and fourth angled members, and the second cross member each comprise tubulars.

31. (Original) A portable video game cockpit according to claim 23 wherein attachments between the members each comprise adjustable couplers receptive of the members.

32. (Original) A portable video game cockpit according to claim 23 wherein the second nose member supports a pedal platform that is adjustable with the second nose member according to two degrees of freedom.

33. (Canceled)

34. (Currently Amended) A video game cockpit cage, comprising:

an open framework of adjustable interconnected members configured to collapse from a non-collapsed position into a collapsed position, the collapsed position having a vertical height of no more than twelve inches;

an adjustable pedal platform attached to a first of the interconnected members, the adjustable pedal platform comprising at least two degrees of freedom, wherein the adjustable pedal platform is adjustable forward and backward and rotational about an axis;

an adjustable steering platform attached to a second of the interconnected members;

an adjustable monitor stand comprising a third and fourth of the interconnected members.

35. (Original) A video game cockpit cage according to claim 34, further comprising a video game console mount attached to a fifth of the interconnected members.

36. (Original) A video game cockpit cage according to claim 34, further comprising a video game console mount attached to a fifth of the interconnected members, wherein a video game console is attached to the video game console mount.

37. (Original) A video game cockpit cage according to claim 34, further comprising a keyboard mounting arm attached to a sixth of the interconnected members.

38. (Original) A video game cockpit cage according to claim 34 wherein the cage is connected to a chair.

39. (Currently Amended) A method of making a video game cockpit, comprising:

providing a support apparatus that is configured to collapse from a non-collapsed position into a collapsed position having a vertical height of no more than twelve inches;

attaching an adjustable pedal mount to the support apparatus, wherein the adjustable pedal mount is attached to the support apparatus such that it comprises at least two degrees of freedom, wherein the adjustable pedal platform is adjustable forward and backward and rotational about an axis;

attaching an adjustable controller mount to the support apparatus;

providing a monitor stand portion of the support apparatus;

attaching a seat to the support apparatus.

40. (Original) A method of making a video game cockpit according to claim 39, further comprising:

mounting one or more pedals to the adjustable pedal mount;

mounting a controller to the adjustable controller mount;

setting a monitor on the monitor stand portion.

41. (Original) A method of making a video game cockpit according to claim 39, further comprising attaching a video game console mount to the support apparatus.

42. (Original) A method of making a video game cockpit according to claim 39, further comprising:

attaching a video game console mount to the support apparatus;

mounting a video game console to the video game console mount.